Dog Walking Game [Working Title]

Game Development Documentation

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# Game Overview

**Title:** Dog Walking Game [Working Title]

**Genre:** Casual 3D Top-Down Endless Runner

**Rating:** E for Everyone (target)

**Platforms:** Windows PC/Mac Standalone**,** Android/IOS (ideally)

**Target Demographics:** Casual gamers, Age 12+

**Planned Release Date:** March 31st, 2021 (Windows PC/Mac Standalone); April 30th, 2021 (Android/IOS)

Dog Walking Game [Working Title] is a casual, 3D, Top-Down, Endless runner. The Player is a common dog owner, with a goal of taking their dog for the longest walk possible. Unfortunately, there are many obstacles for the Player to run into, which would cause injury and end the run early. On top of that, the Player is walking a well-used path, and many other dogs have already “marked their territory.” The Player, then, must balance avoiding obstacles as well as keeping their pooch away from other dogs’ waste. The result is a unique and challenging obstacle course to test the Player’s reflexes, forward thinking, and coordination.

# Game Objectives

The main objective of the game is score as many points as possible on your walk before becoming injured or letting your dog get close to too much waste. Distance traveled will be tracked by an odometer present in the Player’s HUD and is the primary driver of player score. Additionally, the player may collect coins scattered on the path to further increase their score.

# Game Rules

The Player is constrained to a 10-meter-wide path and can control horizontal movement along that path. The Player’s dog will start 2 meters in front of them. Both the player and the dog will automatically move forward at increasing speeds for the duration of the game. The Player’s dog will navigate horizontally on its own, avoiding obstacles and seeking waste. The Player may influence the dog by tugging it in either horizontal direction. This control is used to prevent the dog from getting too close to waste. The Player will score points by traveling forward, and by picking up coins on the ground along the way.

While walking their dog, the Player must avoid obstacles. Failure to do so will result in a loss of one health point. If the player loses three health points, they have become too injured and the walk ends. One special obstacle is the pole. If the player collides with a pole, **or if the dog leash collides with the pole**, the player loses all health and the game ends. The player must be conscious of their position in relation to their dog as they approach a pole.

The Player’s dog will actively move toward other dog’s waste. If the Player’s dog collides with waste, the Player will lose a health point. If the Player collides with waste, they do not lose any health. Instead, the Player receives a debuff that reverses their horizontal input, making their movement trickier for three seconds. Any combination of three obstacle collisions or dog waste pickups (by the Player’s dog) will end the run.

# Game Structure